CDM 64/128

LAZER WHEEL

Keep the space highway open by clearing (and keeping clear) eight action packed screens ALL AT ONCE! A startling original arcade game from the author of Trailblazer!

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JOYSTICK OR KEYBOARD

LAZER WHEEL

M.A.D.

MASTERTRONIC ADDED DIMENSION

THE GAME

You control a triangular laser armed spacecraft. The object of the game is to use the spacecraft to prevent the invading aliens from closing the 8 sectored hyperspace causeway. To do this you have to prevent the damage on at least one sector from reaching 100%. To gain a high score it is preferable to keep all 8 sectors open and so gaining bonus points. To do this you must prevent the enemy bombs from detonating by shooting them. To defend different levels, move the joystick forwards or backwards to move the block around to the sector that you wish to jump to, then hold down the fire button. The level finishes when the timer reaches zero. The game ends when the sector you are on suffers 100% damage. This can also happen if the level you are jumping to closes over whilst you are in hyperspace.

The game screen consists of a circular central play area surrounded by 7 read-outs.

Score and *High Score* – are self explanatory.
Lev – this indicates the level of play reached.
Hits – the value of stored hit points – see hit points.
Time – the total time until completion of the level.
Damage – indicates the amount of damage sustained on the current sector. When the damage reaches 100% the sector closes.

LASE SCAN

This is divided into 8 portions. Each section corresponds to a sector. Next to each sector is a coloured bar. The colour of the bar indicates the time remaining before the bomb/bombs in that sector detonate, reaching in damage sustained to that sector. The colours of the bar range from black, for a sector clear of bombs, red for a bomb just arrived, through blue, pink and white which indicates imminent detonation of a bomb.

In the case of two or more bombs of different times in the same segment, the colour will indicate the time remaining on the fuse of the first bomb to arrive. The bar length shows the amount of damage sustained by that sector. On reaching 100% damage the bar disappears indicating the loss of that sector. A white arrow points to the sector that you are on.

A black arrow points to the sector selected for warping to. Flashing sector numbers indicate that "hit points" are stored on that sector (see later.)

BADDIES

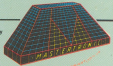The aliens come in various colours each with a specific purpose.

Purple – Shooting a purple block results in it splitting into two, one blue and one yellow. These will rotate around the screen in opposite directions. When they cross they will momentarily produce a green block. Shooting this will inhibit bombs from

entering the sector for a short while. It will have no effect on bombs already in the sector. Shooting the green block will allot a varying amount of hit points to this sector – see hit points. If you accidently shoot a blue or yellow block subsequently, you should also shoot the remaining block to facilitate the return of the purple block.

Light/green blocks – hitting these three times will reduce the damage sustained on the sector by 10%. On each successive hit the block will cycle through cyan and light blue, and will change direction.

Flashing orange blocks – shooting these will give you a bonus proportional to the time remaining on the clock.

Flashing red/pink/white blocks – these are the bombs. As they travel around the sector they flash and tick. The faster they flash and tick the shorter the fuse remaining. Shoot the bomb to destroy it. If they detonate damage will be inflicted on the sector.

Flashing red/white circles – on the higher levels you will encounter red and white flashing circles which travel at high speed, at varying distances from the centre. The rules are the same as for the ordinary bombs. But their high speed makes them difficult to hit.

Grey blocks – If you shoot but miss all the coloured blocks a stationary grey one will appear. Shooting one of these will reflect your shot back at you causing damage. Some bombs and brown bonus blocks flash grey. Shooting these in the grey state will reflect your shot.

HIT POINTS

When you shoot the crossing blue and yellow blocks you will be awarded a varying amount of hit points. If you move off the sector before the hit points count down to zero they will be stored on that sector. A sector with hit points stored on it is shown by the sector number on the lase scan flashing. The idea is to move from screen to screen accumulating hit points. If you accumulate over 100 hit points, the level timer rapidly decreases thus ending the level. A bonus is awarded for any hit points remaining at the end of the level. Staying on or jumping back to sector with hit points stored on it will cause the hit points to be added to the score. Stored hit points count down slowly, so you must be fast to add them to the score.

SCORING

Blue or yellow blocks on their own = 1 point.
Bonus blocks – proportional to time remaining.
Blue and yellow crossing = hit points * 3.
Bombs vary with type and level number.

Finish level = 1000 * number of sections remaining (or 2000 * 8 if all are open) + 90 * hit count.

CONTROLS

Joystick in port one.
Left/Right aim laser (CTRL = left, 2 = right)
Up/down select sector to jump to (1 = up, <- = down)
Fire = shoot (space bar)
Hold down fire jump to selected sector.
Q = pause
Run/stop = toggle music.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP.